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И ВОСТОКАВЕДЕНИЕ
КАФЕДРА АНГЛИЙСКОГО ЯЗЫКА В СФЕРЕ ВЫСОКИХ
ТЕХНОЛОГИЙ

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Active reading for students of IT and Computing

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Данное пособие предназначено для студентов, обучающихся на факультете ВМК. Представленный материал дополняет основной курс английского языка. Пособие содержит тексты из оригинальной литературы, учебные задания, способствующие усвоению и запоминанию специальных терминов по компьютерным технологиям, а также задания для развития навыков чтения, презентационных навыков, написание эссе и др.

Пособие может быть использовано как для аудиторной работы, так и для самостоятельной работы студентов.

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Предисловие

Данное пособие предназначено для студентов Института вычислительной математики и информационных технологий (ИВМиИТ – ВМК), обучающихся по направлениям 09.03.02 «Информационные системы и технологии», 01.03.02 «Прикладная математика и информатика», 02.03.02 «Фундаментальная информатика и информационные технологии» и является дополнительным к основному курсу английского языка.

Пособие состоит из 10 тем (Units) и нескольких приложений: инструкций по написанию эссе, составлению презентаций и реферирования текста и списка литературы и интернет источников.

Цель данного пособия состоит в развитии навыков разных видов чтения - изучающего, просмотрового, поискового и аналитического.

Каждая тема начинается с введения, далее идет знакомство с лексикой и сами тексты, которые, в свою очередь, сопровождаются упражнениями, направленными на расширение, закрепление и активизацию как специальной, так и общеупотребительной лексики. В пособии также представлены упражнения на развитие монологической речи студентов, письменных навыков и реферирование текстов по специальности. Тесты взяты из оригинальной английской и американской литературы и подвергались адаптации и сокращению.

Данное пособие может быть использовано в качестве дополнения к общеязыковым учебникам для самостоятельной работы

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Unit 1 “PC”

Before reading

1. *Discuss the following questions:*

What do you use computer for?

What is the role of computers in our society?

2. *Study this vocabulary:*

IBM (International Business Machine) - фирма по производству компьютеров

to enter the fray - ввязаться в драку

computer of choice - лучший компьютер

to fall by the wayside - остаться в стороне; уступить дорогу

to survive onslaught - выдержать конкуренцию

silicon chip - кремнёвый кристалл; чип

K - единица ёмкости памяти, равная 1024 байтам, словам или битам

word size - размер слова; разрядность двоичного слова

soft-copy output - вывод электронной; программно-управляемой копии

hard-copy output - вывод «твёрдой» печатной копии

a cathode-ray tube - катодно-лучевая трубка

floppy disks - гибкий диск

Reading

3. *Read the text “PERSONAL COMPUTERS”*

Personal computers are supposed to appear in the late 1970s. One of the first and most popular personal computers was the Apple II, introduced in 1977 by Apple Computer. During the late 1970s and early 1980s, new models and competitive operating systems seemed to appear daily. Then, in 1981, IBM entered the fray with its first personal computer, known as the IBM PC. The IBM PC quickly became the personal computer of choice, and most other personal computer manufacturers fell by the wayside. One of the few companies to survive IBM's onslaught was Apple Computer, which is sure to remain a major player in the personal computer marketplace. In less than a de-

cade the microcomputer has been transformed from a calculator and hobbyist's toy into a personal computer for almost everyone.

What is a personal computer? How can this device be characterized?

— First, a personal computer being microprocessor-based, its central processing unit, called a microprocessor unit, or MPU, is concentrated on a single silicon chip.

— Second, a PC has a memory and word size that are smaller than those of minicomputers and large computers. Typical word sizes are 8 or 16 bits, and main memories range in size from 16 K to 512 K.

— Third, a personal computer uses smaller, less expensive, and less powerful input, output and storage components than do large computer systems. Most often, input is by means of a keyboard, soft-copy output being displayed on a cathode-ray tube screen. Hard-copy output is produced on a low-speed character printer.

— A PC employs floppy disks as the principal online and offline storage devices and also as input and output media.

— Finally, a PC is a general-purpose, stand-alone system that can begin to work when plugged in and be moved from place to place.

Probably the most distinguishing feature of a personal computer is that it is used by an individual, usually in an interactive mode. Regardless of the purpose for which it is used, either for leisure activities in the home or for business applications in the office, we can consider it to be a personal computer.

After reading

4. Answer the questions:

1. When did the first personal computer appear?
2. What was one of the first PC model?
3. What is a personal computer?
4. What are the four main characteristics of a PC?

5. What does the term “microprocessor-based” mean?
6. What are the typical word sizes of a PC?
7. How is input carried out in personal computers?
8. What principle storage devices do PC use?
9. What kind of a system is a PC?
10. What differs personal computers from large computer systems?

5. *Translate these phrases into English:*

Конкурирующая операционная система; появляться ежедневно; ввязаться в драку; лучший компьютер; остаться в стороне; выдержать конкуренцию; главный поставщик на компьютерном рынке; игрушка для любителя; микропроцессорный; цельный кристалл (микросхема) из кремния; размер слова; компоненты меньшей мощности; посредством; вывести на экран; низкоскоростной принтер с посимвольной печатью; использовать гибкие диски; приборы (не) автономного хранения данных; универсальный; автономная система; отличительная черта; интерактивный режим; независимо от цели; досуговая деятельность.

6. *Complete the text about the advantages and disadvantages of laptops and desktops with words:*

(1)desktops and laptops have (2) components but they are built in different way.

(3) desktops have (4) space to expand the system, they are less manageable (5) laptops. On the other hand, laptops are fully portable: they are lighter and (6) and so more practical if you travel a lot and need to take your computer with you.

(7) desktops , the screen, keyboard and mouse of a laptop are integrated. However, most laptop owners prefer to have a separate mouse (8) the touchpad. Similarly, as the (9) easily if you use a full-size keyboard.

A laptop’s CPU is slower (10) access to data may be quicker, so its performance can be (11) good as a desktop’s.

It's hard to say what the (12) option is. But remember: in the computer world, (13) smaller the device, the more money in costs.

7. *Make a short presentation (use Appendix 1):*

How do you think computers will be used in school/university in the future?

8. *Read and render the text “PC” (use Appendix 3):*

The personal computer can serve as a work station for the individual today. Moreover, as it has become financially feasible to provide a computer for the individual worker, so also technical developments have made the interface between man and machine increasingly "friendly", so that a wide array of computer functions are now accessible to people with no technical background.

A personal computer is a small computer based on a microprocessor; it is a microcomputer. Not all computers, however, are personal computers. A microcomputer can be dedicated to a single task such as controlling a machine tool or metering the injection of fuel into an automobile engine; it can be a word processor, a video game or a "pocket computer" that is not quite a computer. A personal computer is something different: a standalone computer that puts a wide array of capabilities at the disposal of an individual.

The first generation of true personal computers, which came on the market between 1977 and 1981, had eight-bit microprocessors; later introduced systems had 16-bits ones. Now 32-bit microprocessor chips are available, and soon they will be included in complete computer systems.

Unit 2 “Mobile Phones”

Before reading

1. *Discuss the following questions:*

How much money do you spend on your mobile?

Do you access the Internet from your mobile? Which sites do you visit?

Can you listen to music and watch TV on your mobile?

Do you ever use your phone while driving?

Have you ever had to use your phone in an emergency?

2. Study this vocabulary:

conduct - проводить

err on the side of caution - действовать с наименьшим риском

gaming consoles - игровая приставка

hazardous - опасный

illustrate - иллюстрировать; показывать

long term exposure - долговременное воздействие

potential - потенциальный

Reading

3. Read the text “MOBILE PHONES”

Is talking on a mobile phone hazardous to your health? It is difficult to know for sure. Some research suggests that heavy users of mobile phones are at a greater risk of developing brain tumours. However, many other studies suggest there are no links between cancer and mobile phone use.

The main problem with the current research is that mobile phones have only been popular since the 1990s. As a result, it is impossible to study the long term exposure of mobile phone use. This concerns many health professionals who point out that many cancers take at least ten years to develop. Another concern about these studies is that many have been funded by those who benefit financially from the mobile phone industry.

Many cancers take 10 years to develop.

Over three billion people use mobile phones on a daily basis, and many talk for more than an hour a day. Mobile phone antennas are similar to microwave ovens. While both rely on electromagnetic radiation, the radio waves in mobile phones are lower in radio frequency (RF). Microwave ovens have enough RF to cook food and are therefore known to be dangerous to human tissues. However, the concern is that the lower frequency radio waves that mobile phones rely on may also be dangerous. It seems logical that holding a heat source near your brain for a long period of time is a potential health hazard.

Mobile phones get hot when they are used for a long period of time.

Some researchers believe that other types of wireless technology may also be dangerous to human health, including laptops, cordless phones, and gaming consoles. Organizations that are concerned about the effects of Electromagnetic Radiation (EMR) suggest replacing all cordless devices with wired ones. They say that many cordless phones emit dangerous levels of EMR even when they are not in use. They even suggest keeping electronic devices, such as computers and alarm clocks out of bedrooms, or at least six feet from your pillow.

Other wireless technology may also be hazardous to our health.

A growing number of health professionals worldwide are recommending that mobile phone users err on the side of caution until more definitive studies can be conducted. They recommend that adults use head sets or speaker phones and that children and teens, whose brain tissue are still developing, use mobile phones only for emergencies. Concerned medical experts use the example of tobacco to illustrate the potential risks. Many years ago, people smoked freely and were not concerned about the effects of cigarettes on their health. Today, people know that cigarettes cause lung cancer, though it is still unknown exactly how or why. Some doctors fear that the same thing will happen with devices such as mobile phones.

After reading

4. Answer the questions:

1. According to the text, do mobile phones lead to brain tumours?
2. The text mentions the 1990s because this was when the mobile phones were invented.
3. Why does the article mention microwave ovens?
4. How is mobile phone use compared to tobacco use in this article?
5. Do you think that prolonged use of mobile phones can affect our health (for example cause fatigue and headaches, emit radiation, excite brain cells, etc.)?

5. Put the words from the vocabulary exercise 2:

9. Another word for dangerous is
10. The device used for playing video games is a gaming
11. The term "funded" means
12. Microwaves are a type of.....
13. A synonym for "to show" is

6. Complete this text about basic principles of mobile telephony with the following words:

Cells roaming coverage cellular phones range base stations

Mobile phones, also called (1), or cell phones for short, need a network of towers or antennas to transmit calls. In a cellular system, a city is divided into smaller sections or (2)where the (3) usually occupy a central position. When you are outside your service provider's (4) area, your telephone may become out of (5) unless your telephone allows (6), i.e. the ability to use another service provider's network.

7. Make a short presentation about your mobile phone (use Appendix 1):

Useful language:

My phone is a.....

It's got a.....

With the....., I can.....

The best feature is

I never use the.....

I mostly use it for.....

8. Read and render the text "MOBILE PHONE ETIQUETTE" (use Appendix 3):

Cell-phone etiquette is really just common courtesy. Most people today have a mobile phone. In fact, many people can't imagine how they ever got along without a portable phone. However, many people also complain about cell phone users. People complain about other people loudly discussing personal matters in public places. They complain when cell phones ring in movie theaters and concert halls. They complain about people driving too slow, and not paying attention to where they are going because they are talking on a cell phone. And they complain about people walking around talking to people who aren't there.

Whenever a new communications technology becomes popular, it changes the way society is organized. Society has to invent rules for the polite way to use the new devices. Our social etiquette, our rules of politeness for cell phones, is still evolving. Cell-phone etiquette apply to most public places. Always try to keep your phone ringer as low as possible or put your mobile phone on vibrate, so it does not distract the people around you. A good time to leave your phone at home, or at least in the car, would be at a funeral, wedding or some event along those lines. Basic Cell phone etiquette rules include:
Switching it Off

Know when to turn it off or vibrate it, e.g. meetings, movies, worship, seminars, etc.
Vibrate mode when in places where you can take a call, but don't want to disturb others.
Be Brief

When you get a call and you're with friends, keep the call short.

Permission

Often, it is correct etiquette to inform others at the beginning of the meeting that you are expecting an important call and get their permission.

Be Polite and don't scream

Speak in a lower-than-normal voice, you will be heard by the caller, and not others in the room.

Don't Distract

Avoid talking where you may be distracting to others.

Driving

It is not only very dangerous, but also unlawful in most countries (even India) to drive & talk on your cell Phone.

Unit 3 "Social Networks"

Before reading

1. *Discuss the following questions:*

What social networks do you use?

Which one do you like more?

What do you use them for?

How often do you check your profile?

2. *Study this vocabulary:*

social connectedness - социальная связанность/присутствие

interaction - общение; взаимодействие

facilitate - облегчать

excel - превосходить; отличаться

explicitly - точно; ясно; явно

bulletin boards - информационные доски/стенды

hashtag - тематическая метка в социальных сетях; хэштег

reach out - связаться; устанавливать контакт; обращаться; держать связь

resist - сопротивляться

Reading

3. *Read the text “INTERACTIVITY”*

Humans have a strong need for social connectedness and interaction. It is one of our deepest and strongest desires. Most individuals in high-tech societies are part of social networks that contain, collectively, hundreds of social ties that represent a variety of strengths (from weak to strong) and purposes (from instrumental to expressive).

A prime use of the internet and digital media is socializing—making new friends, reconnecting with old ones, and spending time with family both physically near and far away. As with physical places, individuals like to invite family, friends, coworkers, and acquaintances to join them in digital spaces. Because it is so easy to feel the presence of others online, it is common to spend time in social interaction with them there.

The internet and digital media thus facilitate and encourage social connectedness. Some social networking sites explicitly help individuals find and associate with one another, and many specialize and excel at this. Like email, texting, and speaking on the phone, these sites create a space for people to get to know one another and to potentially become involved in one another’s lives. They also allow friends who know one another offline to stay in touch and maintain their friendships.

People exhibit extraordinary creativity in finding ways to interact and connect online.

They develop and join groups of all kinds, from Facebook and Google groups to internet forums and bulletin boards. They invent ways to identify one another and form groups online, such as the hashtag, and invent platforms and apps that constantly reimagine the ways that people can interact.

With mobility, this kind of connectivity can take place almost constantly. Cell phones, tablets, and other mobile/portable media make it easy to reach out to others anytime, anywhere.

With a phone at one’s side—always there, always on—social interaction can be nearly always enabled. It can be difficult to resist the temptation to check for messages, updates, and news. Some worry that media-enabled communication and relationships will somehow replace or substitute for face-to-face relationships. But research has indicated precisely the opposite. In general, use of the internet tends to prompt—not substitute for—face-to-face interaction. It is very common to use the internet, cell phones, and mobile media to make dates to get together with others. Mobile phones even allow people to make plans on the go and are often used to do so. And, along with social media, they are used to support and maintain relationships with faraway others—to keep bonds strong in between physical meetings and make those meetings far more likely. Social interaction is well supported by the internet and digital media.

After reading

4. *Answer the following questions:*

1. What is the prime use of the internet and digital media?

2. How do social networking sites help individuals find and associate with one another?
3. What allows friends to stay in touch and maintain their friendships?
4. What can replace or substitute for face-to-face relationships?
5. What gadgets allow people to make plans?

5. *How much do you know about the history of networking? Can you match these events 1-4 to the dates a-d?*

1. The creation of the World Wide Web
 2. The start of Facebook
 3. The launch of Twitter
 4. The beginning of MySpace
- a) 2006
 - b) 1990
 - c) 2003
 - d) 2004

6. *Read this text about Karl's IT career up until now and answer the questions:*

I left school in Cambridge in the UK at the age of 18 and went straight to the University of Bristol to study computing in 2000. I graduated in 2004 and decided to travel around the world for a year.

In 2006 I got a job back in Cambridge with the software company Arm. I stayed with Arm for two years and then went to work for Microsoft in Seattle in the USA. This is where I am now and I love it!

1. When did Karl go to university?
2. When did he leave university?
3. What did he do after university?
4. Where did Karl go in 2006?
5. When did he go to Seattle?

7. *In pairs, do this netiquette quiz. Read about netiquette rules on the Web if necessary.*

1. Netiquette, or net etiquette, is a general code of behavior for communicating online.
 - True
 - False

2. TYPING IN CAPITALS LETTERS looks like:
 - The message is very important.
 - you're shouting.
3. What should you avoid doing in chat rooms?
 - Being respectful
 - Giving out personal or financial information
4. Spamming means
 - posting stupid comments in chat rooms.
 - Posting unsolicited advertising messages.
5. Before asking questions in a chat room or posting messages to forums, you should always
 - read the FAQs (Frequently Asked Questions).
 - introduce yourself and post a test message.
6. Avoid flame wars. Flames are
 - angry responses or offensive comments.
 - people who break the rules of netiquette.
7. Keep messages short and to the point, and check spelling and grammar.
 - True
 - False
8. Have you ever experienced bad netiquette?

8. *Imagine you wanted to start your own blog. In pairs, discuss these questions.*

1. Why would you start your own blog – to write a diary of your thoughts or to share your expertise on a particular topic?
2. What types of media would you include – text, photos, video, audio (including podcasts)?
3. Would you insert links to other blogs? Which ones?
4. Would you focus on particular subject or have a mix of several topics?
5. Which site would you use to host your blog?

9. *Write an entry for the blog you've described (80-100 words). Introduce the blog to the world and talk about why you've started it (use Appendix 2):*

- Introduce yourself;
- Write about you occupation / study, your hobbies;
- Describe your blog and mention why you are writing this blog.

10. *Read and render the text "FACEBOOK: OVERSEEING YOUR ONLINE AFTERLIFE" (use Appendix 3):*

On Feb. 12, Facebook rolled out a new feature called Legacy Contact, which gives people a platform for remembering and celebrating the lives of loved ones when they die.

The basis for this product came from the doctoral work of Jed Brubaker, a Ph.D. candidate in informatics at UC Irvine. Indeed, the Menlo Park, Calif., social media giant even retained Brubaker as an academic consultant in the creation, testing and release of Legacy Contact.

"This area – the role death plays in social networking – is my expertise, and Facebook has taken five years of my research and translated parts of it into this important feature," Brubaker says. "This has been an incredible opportunity to support the development of a product that can help millions of people."

Here's how it works: Legacy Contact allows individuals to decide what happens to their Facebook account when they die. Through their security settings, they can assign a "legacy contact," or steward, to manage the account.

On behalf of the deceased account holder, the legacy contact is able to post an obituary or message, update profile pictures and cover photos, respond to new friend requests, and moderate the posting of condolences and memories from existing friends.

With additional permission from the account holder, the legacy contact can download an archive of profile information and posts. Facebook will also make changes to "memorialized" accounts, adding the word "remembering" before the person's name.

"Memorialized profiles can be unsettling, particularly right after someone dies," Brubaker says. "It's not always clear that someone has died, and details can get buried in the flood of messages that friends post."

The alterations to the memorialized account are intended to reduce ambiguity and provide a more supportive environment for the community.

Gillian Hayes, the Robert A. & Barbara L. Kleist Chair in Informatics and Brubaker's Ph.D. adviser, says there are a growing number of collaborations between information & computer science researchers and Facebook, in part spurred by the successful partnership between Brubaker and the company's research team.

Brubaker first published a study involving Facebook in 2013. In May 2014, he released one called "Stewarding a Legacy: Responsibilities & Relationships in the Management of Post-mortem Data" that advanced postmortem solutions meeting the needs of both account holders and their survivors.

This concept of stewardship, Brubaker says, centers on individuals caring for accounts and data they do not own. People's social media identities persist after they die, and even though no one is managing their profiles, others continue to use these spaces.

In the context of Facebook, stewardship provides a way to tend postmortem accounts and balance the needs of the dead with the needs of those left behind. Additionally, stewards let the online community collectively grieve and memorialize a departed loved one.

Facebook product developers took into consideration Brubaker's insights and adopted some of his recommendations in determining how best to improve the memorialization experience and give people more after-death control over their accounts.

"When Jed came to UCI to work on his doctorate, we talked about the impacts he wanted to have," Hayes says. "It wasn't only to do research, but to work with people and really change things. So to help roll out a product that will help billions is amazing."

"I feel really strongly about my research serving the communities I work with," Brubaker adds. "Over the last six years, I've worked with many people during some of the most difficult parts of their lives. It's great that my research is having an impact, but mostly I'm grateful to the people who were willing to share their experiences."

"The most gratifying aspect of Facebook's new features is knowing that these changes will make Facebook a more supportive space for people during challenging times."

Unit 4 “New Technologies”

Before reading

1. *Discuss the following questions:*

What modern technologies are spread all over the world?

Which of them is becoming really indispensable in our busy activity?

What technology is necessary and useful for you?

2. *Study this vocabulary:*

rely on - полагаться на что-то/кого-то

investigate - разбирать; изучать

data - данные

source of entertainment - источник развлечений

vital - жизненно важный

reachable - доступный; достигаемый

enslave - поработить

cause addiction - вызывать зависимость

Reading

3. *Read the text “SCIENCE & TECHNOLOGY”*

Technology is an important part of our lives. We use computers and other electric equipment at work and in the home. However, some people believe we rely too much on machines, and that the more technology improves, the lazier and weaker humans will become.

Technological advances are changing our lives very rapidly. Nowadays we can't do

without such gadgets as mobile phones, PCs, digital tape recorders, air conditioners, fax machines and so on. Many people feel ill at ease without their laptop computers or GPS navigation systems.

In my opinion, technology facilitates our lives and saves our time. Computers help us do the most difficult sums and investigate complicated data. People do business, communicate and do the shopping via the Internet. It is much easier to do housework nowadays, thanks to electric equipment such as microwave ovens, washing machines and so on.

However, many people say that technology makes us lazier and weaker. For example, such technological developments as the telephone and the Internet have made communication much easier, but they can cause the loss of social interaction. A lot of people prefer communicating through a keyboard than face to face. That is why people don't meet as often as they did in the past. A lot of people are fond of watching TV and playing computer games. They spend hours in front of the screen. They have no time to read books or to communicate with their friends. They move less, speak less and they even think less. Of course, such way of life does much harm to their health. People should continue to develop technology, but they must do it wisely. Otherwise we may regret in the future.

Some people say that technical devices do more harm than good. However, others think that it is impossible to live without computers or mobile phones nowadays. Nowadays people can't imagine their lives without different technical devices. Every day we use computers, laptops, mobile phones, i-Pods, digital tape recorders and so on. I have always wondered if our lives could be better without these technical devices. Personally, I can't do without my computer as it helps me study. For example, it helps me prepare reports and create beautiful presentations. Besides, the computer is a great source of entertainment. I often play computer games, watch films or listen to music. The Internet helps me learn the latest news, access useful information, communicate with my friends and what not. A mobile phone is a vital part of my daily life. It gives me an opportunity to be reachable everywhere and to keep in touch with my friends. However, many people say that technical devices enslave those who use them. Besides, they do much harm to our health. For example, if people spend much time in front of the screen, they have problems with their eyesight and sleep. They don't go out or exercise, they feel exhausted and depressed. Computer games can cause addiction and make people aggressive. As for mobile phones, they use electromagnetic radiation which can influence our health in a negative way. To conclude, I would prefer a technological way of life to a natural one, though it has a number of disadvantages. In my opinion, modern society can't do without progress and technology. People can avoid the risk to human life and health if they use technological devices wisely.

After reading

4. Answer the following questions:

1. Why is it so difficult to live without electronic devices nowadays?
2. Why do some people believe that technologies make us lazier and weaker?
3. Why do people meet as often as they did in the past?
4. What do people do less?
5. Do you think technical devices are good or harm?

5. What do you use these gadgets for?

a TV set	a computer	a microwave oven	an alarm clock	a TV
remote-control unit	a mobile phone	a camera	a calculator	a
vacuum cleaner	a dishwasher			

1. to take photographs
2.to cook, defrost, reheat pre-prepared food
3. to receive or calls around the home
4.to have fun and to entertain
5.to perform everyday cleaning tasks from vacuuming to cleaning up liquids, dust and waste and shampooing carpets
6.to wake up people
7.to write programmes, play games, find and use information
8.to do calculations in sunlight or daylight
9.to operate the TV set from a distance
10.to wash the dishes

6. Match English phrases with their Russian equivalents:

1. networking technologies
2. to switch over production to ecology-friendly technologies
3. manufacturing technologies
4. alternative technologies
5. environmentally benign technologies
6. technologies of network cabling
7. catch technologies on high seas
8. chlorine-free foam technologies
9. clean technologies
10. cleaner technologies

a. технологии получения пенопластов без хлора

b. экологически безопасные технологии

c. сетевые технологии

d. экологически более чистые технологии; более чистые технологии

e. техника лова в открытом море

f. переориентировать производство на использование экологически чистых технологий

g. технология проводки кабельных сетей

h. промышленная технология

i. экологически чистые технологии; чистые технологии

j. альтернативные варианты технологии

7. Use collocations to complete these sentences.

access the Internet, perform operations, do research, make calls, send texts, display data, write letters, store information, complete exercises, carry out transactions.

1. Thanks to WI-FI, it's now easy tofrom cafes, hotels, parks, and many other public places.

2. Online banking lets you between your accounts easily and securely.

3. *Skype* is technology that enables users to.....over the Internet for free.

4. In many universities, students are encouraged tousing PowerPoint in order to make their talks more visually attractive.

5. The Web has revolutionized the way people with sites such as *Google* and *Wikipedia*, you can find the information you need in seconds.

6. Cookies allow a website to on a user's machine and later retrieve it; when you visit the website again, it remembers your preferences.

7. With the latest mobile phones, you can.....with multimedia attachments – pictures, audio, even video.

8. Give your opinion for these predictions. Do you agree or disagree? Look at the Useful language to help you:

1. Some day, we'll be talking to computers naturally, like friends.

2. Microchips implanted in our arms will serve as ID cards and contain our medical records.
3. Robots will learn to build themselves, without human help.
4. Smart homes will be voice – activated.
5. Computers will be ubiquitous and almost invisible, embedded into our homes and integrated into our lives.

Useful language

I think that

I'm not sure that will.....

I completely agree/disagree with.....

9. Read and render the text “GLOBALIZATION AND TECHNOLOGY” (use Appendix 3):

The world can, in many ways, be seen as a single, interconnected society. This is called *globalization*, and it has been made possible by innovations in transportation technology (such as highways, cars, railways, and air travel) and information and communication technology (such as the internet and digital, social, and mobile media). As communication and transportation technologies have spread and diffused globally throughout the last couple of centuries, though certainly not to every corner of every nation, commercial and social transactions that involve two or more nations increasingly take place.

As a result, a global marketplace for products like energy, cars, electronics, and entertainment has developed. Sometimes this results in the *outsourcing* of jobs and opportunities, in which a job or job type that originated in one country becomes relocated to another, where it can likely be performed more cheaply. The growth of global internet and mobile communication networks has made it possible and economically feasible for some jobs, such as customer service and even sales, to be performed far away from the company's home area, sometimes in another country, and sometimes without the customer even knowing. The outsourcing of jobs is a highly controversial practice. Some say that to keep jobs in the home country is the best way to keep the economy of that country strong.

Others say that when business profits are enhanced by outsourcing jobs, the nation as a whole is strengthened because companies are more profitable and can contribute to the national economy.

It is always useful to consider who can benefit and profit from a technology once it is introduced and undergoes the process of diffusion. Doing so reveals much about the power dynamics and values of the societies that will use the technology and how people in those societies will live and regard one another. Groups of people rarely have equal political or social power, and the introduction of technology into a society can exacerbate these differences. People do not benefit equally from the affordances or opportunities that

technology can provide. People are not all in the same position to access it, learn about it, use it, or even to invent it in the first place.

To determine who has the power to create, understand, and use technology can be highly instructive in exploring at a fundamental level the components of techno-social life. Power differences can be examined at all levels—from the interpersonal-relational to the global-political. As people invent, disseminate, adopt, critique, improve, and reinvent uses for the internet and digital media, power is expressed, claimed, and deployed. Patterns of social inequality are reinforced and reproduced, and they can be altered as well.

Unit 5 “Digital World”

Before reading

1. *Discuss the following questions:*

What devices do you use every day?

What gadget can't you live without?

2. *Study this vocabulary:*

embed - встроить

unveil - открывать; презентовать

retail - торговля

wearables - предмет одежды; носимая электроника

loyalty point - бонусный балл

retrofitted - модернизированный

push - роlikовое устройство ввода для планшетного цифратора; прижимной ролик (магнитофона)

leap - прорыв

hurdle - препятствие; преграда; затруднение

contender - конкурент; соперник

gear - устройство

Reading

3. Read the text “CHARGE IT TO MY SHIRT”

Visa and Master Card are embedding payment systems in to all manner of everyday objects, including clothes and cars.

KEEP YOUR WALLET in your pocket: you can now not only pay with your phone, but with a swipe of your shirt, your handbag, or even with your car.

That’s how Visa and MasterCard believe we want to shop in the future, unveiling plans to embed payment systems into the most unlikely objects.

The Visa Ready program lets partners embed retail abilities into any device with an internet connection. MasterCard launched a developer program for wearables with mobile payments firm Coin, and is working with WISEKey to embed payments into luxury watches. In partnership with Samsung, it’s also planning to build payments into devices such as smart appliances, letting your fridge wearables restock groceries.

The Visa system will first focus on wearables and cars, with Honda planning a one-click payment system via an in-car app. It will detect how much fuel you need, pay for it, and even use vouchers or collect loyalty points. Honda intends to support a range of “technical solutions”, including Bluetooth LE and Wi-Fi to connect to pumps. “Depending on the solution selected by the fuel partner, the vehicle may need the related technology added to the vehicle,” a spokesperson said. Even old cars may be retrofitted to support the system.

But it’s easier to add a wireless access point to a car than your shirt – not least because the hardware must survive the wash. Most smart clothing systems currently house the hardware in a “puck” that can be removed before washing. This has a “little black box” that clips into each shirt, connecting the waterproof sensors in the fabric to your phone via Bluetooth.

Including payments in existing systems isn’t a technological leap – security is the main hurdle, which Visa and MasterCard will address via token systems, identifying payees with a unique code rather than handing over account details.

Convincing consumers to use it is another challenge, said Jacob Morgan, an analyst at Forrester Research. “The biggest problem with any of these systems is that you have to change people’s habits,” he told *PC Pro*, adding that card payment systems will be hard to replace. “Moving to contactless [cards] was a challenge; moving to contactless clothing is another layer on top of that, quite literally.”

A killer app could help spark a shift to embedded payments, but Morgan doesn’t see any contenders. The usual example is fitness gear, but most people carry their phone with them on a run for tracking or music, making it a better option for payments. iPhone owners can pay for their morning coffees and train tickets with a wave of their NFC-enabled handsets.

After reading

4. Answer the following questions:

1. According to Visa and Master Card how can you pay in the future?
2. What did MasterCard launch?
3. What app will Visa and Honda make?
4. What are two problems for developers of new technology?
5. What can people do with their smartphones?

5. Match the words with the following definitions:

Financial Internet electronic print design microchips

1. tiny pieces of silicon containing complex electronic circuits
2. to make or draw plans for something
3. relating to money or how money is managed
4. involving the use of electric current in devices such as TV sets or computers
5. the large system of connected computers around the world
6. to produce text and pictures using a printer

6. Complete this text with words from exercise 5. Use the context to help you:

A digital era

Computers have changed the way we do everyday things, such as working, shopping and looking for information. We (1) houses with the help of PCs; we buy books or make flight reservations on the (2); we use gadgets that spring to life the instant they are switched on, for example the mobile phone, the music player, or the car ignition, all of which use (3)..... . Many people now work at home, and they communicate with their office by computer and telephone. This is called “teleworking”. With the appropriate hardware and software, PC can do almost anything you ask. It’s a magical typewriter that allows you to type and (4) any sort of document. It’s a calculating machine that makes (5) calculations. It’s a filing cabinet that manages large collections of data. It’s a personal communicator that lets you interact with friends. It’s a small lab that helps you edit photos and movies. And if you like (6) entertainment, you can also use it to relax with games.

7. Complete this text about digital audio players with these words:

MP3 player memory rip flash built-in MP3 ID3 ID3
tags hard drive

Before buying your digital audio player, or (1)..... as they are usually known, you should take certain things into account.

First, size. Most (2) models tend to be bigger and heavier. On the other hand, if you buy a lighter version with flash (3)..... you won't be able to store so many songs, but the batteries will last longer and you'll be able to take it on your morning run as there won't be any problems with skipping.

(4).....used to come in hard drive versions only, but the latest Nano model has (5) memory.

Whatever you choose, you'll have to download the music files from the Web or (6) you CDs and then compress the songs into the (7)..... format. Finally, to make your playlists it's a good idea to install an (8) editor program that creates (9) with the name of the song, artist, etc.

8. Write your own predictions about these topics:

•Work / Jobs

Example: *By the year 2030, human labour in industry will have been replaced by robots.*

Your prediction:.....

•Money

Example: *Cash will be replaced by electronic money.*

Your prediction:.....

•Education

Example: *By the end of this century, every student in every school will have a PC.*

Your prediction:.....

•The Internet

Example: *People in every country will have high-speed access to the Internet within five years.*

Your prediction:.....

9. Read and render the text "THE POWER OF DIGITAL WORLD" (use Appendix 3):

As well as being a global network of networks, the Internet is a global network of people, ideas and information. The Net is as interesting and exciting as the people, organisations, companies, governments and weirdoes that are connected to it.

There is another thing that's exciting about the Internet. Like love and life, the Net is what you make it. If you don't like what's happening on one part of the network, you can build yourself a whole new cybercity, appoint yourself as mayor and run it exactly as you want.

The Internet enables you to do a lot of things simultaneously. You can read the latest copy of your favourite newspaper while planning your night's TV viewing and ordering some cheap CDs from an American discount disc store.

You can send e-mail to someone you've never met before. Some people have "met" over the Internet and got married.

The first web browsers only supported simple texts and images, but now a multitude of multimedia plug-ins enables webpages to sing and dance.

From PC banking to online shopping and chats with celebrities, the Internet is already changing our lives. The arrival of digital TV promises even more exciting things.

The digital world has become a second home for us. We meet our friends on Facebook on a daily basis. We share photos on Instagram, youths get millions of clicks within only days on YouTube, we can be reached on WhatsApp basically anytime and anyplace – digital is our daily life.

But how does digital change the way we live and the way we act? Do we need codes of conduction for the Internet and how far may they reach out to us? What is happening to my personal information? Who is the owner of my profile picture and all my other photos? Which traces are we leaving on the Internet – haven't we already become the vitreous human for employers, intelligence services and the advertising sector? In addition to these critical circumstances, digital media also provide various opportunities for our offline life without computers or smartphones – we can contact our politicians directly, associations collect digital signatures and political scandals are made public in no time. However, are we able to make use of these opportunities for our democracy or do we merely absorb contents? What does digital education mean? How is digital political participation generated? And can we really put our interests into life with just one click?

Unit 6 “Video Games”

Before reading

1. *Discuss these questions:*

Do you play video games?

What is your favourite and least favourite genre of game?

What are your favourite games?

Which is your favourite game platform? What advantages and disadvantages does it have over other game platforms?

Do you play games on your mobile phone? What is the experience like?

2. *Study this vocabulary:*

virtual reality - виртуальная реальность

invention - изобретение

helmet - шлем

lenses - линзы

illusion - иллюзия

surgeon - хирург

simulator - симулятор

Reading

3. Read the text “COMPUTER GAMES AND VIRTUAL REALITY”

Computer games are gaining more and more popularity nowadays. Some people claim that teenagers get a lot of benefits playing them. But other people argue that young people should spend their free time going in for sport. Let`s look upon this problem objectively and try to understand it. To begin with, computer games develop memory, because when you play it you try to remember all details. Moreover, it develops logical thinking, language and basic computer skills. Apart from that, you can make virtual friends. So it is another way of communication. And if you like each other, you can meet in the future and become close friends. In addition, playing computer games is a good way of entertainment. To start with, computer games have a harmful effect on health. First of all, you can spoil your eye sight. Besides, you sit in the same place and don't move so you can gain weight. Another point to be made is that a lot of games have aggressive moments and this makes teenagers cruel and causes violent behavior. Furthermore, young people spend too much time on this and it can ruin relationships with people.

Not long ago computers were considered an amazing invention. Today they form part of our everyday life. The latest thing today is Virtual Reality. A Virtual Reality system can transport the user to exotic locations such as a beach in Hawaii or the inside of the human body. The Virtual Reality system is still in the early stages of its development. At the moment it is necessary to put a large helmet on your head to see the simulated world and you have to wear a special glove on your hand in order to manipulate the objects you see there. Lenses and two miniature display screens inside the helmet create the illusion that the screen surrounds you on every side.

You can «look behind» computer— generated objects, pick them up and examine them, walk around and see things from a different angle. Already today Virtual Reality is used in medicine. In hospitals, surgeons could plan operations by first «travelling» through the brain, heart or lungs without damaging the body. It is also used in police

training schools. In schools pupils could explore the Great Pyramid or study molecules from the inside. Developers of Virtual Reality say its potential is powerful.

After reading

4. Answer the following questions:

1. What can computer games develop?
2. What kind of communication do you have with the help of computer?
3. What is Virtual Reality?
4. Why do you need to wear helmet and special glove?
5. What are the possible uses of Virtual Reality?
6. What are some of the disadvantages of Virtual Reality?
7. Do you think Virtual Reality is an important invention or not?

5. Video games are played on a variety of electronic devices or platforms.

Complete these sentences with game platforms and types of game:

Personal computer	Video game consoles	Portable gaming devices
3G mobile phones	PC games	Console games
Handheld games	Mobile phone games	Massively multiplayer online games

1.....are played on....., such as Sony PS3 or Microsoft Xbox 360. In the past, these electronic devices were just connected to a standard TV or video monitor; now they can also be connected to the Net, via cables or wirelessly.

2.....are played on....., such as Sony PSP and the Nintendo DS. You can also play games on some graphing calculators and watches.

3.Don't worry if you don't have a game console. You can still play on a..... The graphics are even more impressive if you have a high-resolution monitor. You can buy games on CDs and DVDs, or download them from the Internet.

4.....allow you to play against other users in other parts of the world using the Internet – something unique to electronic gaming. Players connect to a server hosted by an ISP, a game company, or an individual enthusiast.

5.Some..... are programmed to run natively on the chip of For instance, *Snake* is installed on many Nokia phones. Many Java-based games are also available via download.

6.....are played on coin-operated machines, typically installed in restaurants, bars and amusement arcades. For example, you can fly an aircraft or a spaceship using a joystick.

6. Complete the article with the words:

graphics interactive video games consoles multiplayer

Video Games

There are games you play on video (1).....such as Nintendo, Sega, and the PlayStation. And there are games you play on a computer, either alone or at multiplayer online sites such as Microsoft's Internet Gaming Zone and Battle.net.

(2).....have been made into films, such as *Mortal Kombat* 1 and 2, and film stars now sometimes appear in video games. The (3) in many games have taken on such a high degree of realism that they almost seem like film. The *X-Files* game was practically an (4)..... movie, full of actors from the show and sections of dialogue and video. Some people claim that the *Blade Runner* video game was better than the movie – not only were the sets incredible but you also got to control the action and the ending.

(5).....online gaming is the next wave in the video game world. It provides a better gaming experience, simply, because people are more creative and more challenging adversaries than computers. Thousands of people can play simultaneously all over the world.

7. The pros and cons of gaming. In pairs, look at the statements about gaming (1-4) and say if you agree or disagree with them. Give reasons for your answers:

1. TV and video games are amusing and be educational. But too much of this kind of entertainment can be addictive and make children become accustomed to violence.

2. Massively multiplayer online games are interactive and fun.

3. Video games have negative effects on children and distract them from school and homework.

4. Modern games and simulations offer a great deal of adventure and challenge. In addition, they can teach skills such as strategic thinking, interpretative analysis and problem solving.

8. Write an essay called "The pros and cons of gaming" (80-120 words). Use these steps and the Useful language to help you:

•The **opening** (paragraph one):

Present the topic in one or two sentences.

•The **body** (paragraphs two and three):

Give pros (arguments in favour) with facts and examples. Give cons (arguments against) with facts and examples.

- The **closing** (paragraph four):

Summarize your main ideas and give your opinion.

Useful language

To add arguments:

In addition,

Furthermore.....

To introduce opposing ideas:

On the one hand, On the other hand.....

Some people say,Others say.....

However,

To express opinions:

In my opinion,

I believe that.....

It seems to me that,

It's clear that.....

To conclude:

In conclusion,

To sum up,.....

In short,.....

9. Read and render the text “NEW ALGORITHM IMPROVES VIDEO GAME QUALITY” (use appendix 3):

Research presented in a paper by Morgan McGuire, assistant professor of computer science at Williams College, and co-author Dr. David Luebke of NVIDIA, introduces a new algorithm to improve computer graphics for video games.

McGuire and Luebke have developed a new method for computerizing lighting and light sources that will allow video game graphics to approach film quality.

Their paper "Hardware-Accelerated Global Illumination by Image Space Photon Mapping" won a Best Paper award at the 2009 Conference on High Performance Graphics.

Because video games must compute images more quickly than movies, video game developers have struggled with maximizing graphic quality.

Producing light effects involves essentially pushing light into the 3D world and pulling it back to the pixels of the final image. The method created by McGuire and

Luebke reverses the process so that light is pulled onto the world and pushed into the image, which is a faster process.

As video games continue to increase the degree of interactivity, graphics processors are expected to become 500 times faster than they are now. McGuire and Luebke's algorithm is well suited to the quickened processing speed, and is expected to be featured in video games within the next two years.

McGuire is author of "Creating Games: Mechanics, Content, and Technology" and is co-chair of the ACM SIGGRAPH Symposium on Non-Photorealistic Animation and Rendering, and previously chaired the ACM Symposium on Interactive 3D Graphics and Games.

He has worked on and consulted for commercial video games such as "Marvel Ultimate Alliance" (2009), "Titan Quest" (2006), and "ROBLOX" (2005).

McGuire received his B.S. from the Massachusetts Institute of Technology in 2000 and his Ph.D. from Brown University in 2006. At Williams since 2006, he teaches courses on computer graphics and game design.

Unit 7 “Robots”

Before reading

1. *Discuss these questions:*

What are your associations with the word *robots*?

What is a robot?

How does it operate?

What can it do?

Can we rely on robots?

2. *Study this vocabulary:*

handling - оперирование

assembly - сборка

gripper - зажимное устройство

spot welding - точечная сварка

spindle - вал; шпиндель

arc welding - дуговая сварка

seam - ШОВ

3. *Read the text “ROBOTS IN INDUSTRY”*

3. assembly and inspection.

In processing operations robot manipulates a tool to perform a process on the work part. Examples of such applications include spot welding, continuous arc welding and spray painting. Spot welding of automobile bodies is one of the most common applications of industrial robots. The robot positions a spot welder against the automobile panels and frames to join them. Arc welding is a continuous process in which robot moves the welding rod along the welding seam. Spray painting is the manipulation of a spray-painting gun over the surface of the object to be coated. Other operations in this category include grinding and polishing in which a rotating spindle serves as the robot's tool.

4. Answer the following questions:

5. *Try to predict our future. Complete the sentences about robots. Use these words:*

monotonous carry out civilization achievements portable easier

1. We are a technological and culture.
2. Robots can make our life and more comfortable.
3. Scientific and technological progress make it obvious that robots will play an important role in our future.
4. Some of them will help people to do routine and jobs.
5. Some robots will dangerous space or ocean missions, some will work wonders in medicine.
6. We believe that in a few years' time a robot will become a very usual thing like a coffee machine or a computer.

6. *Complete the article with words:*

*joints robot sensors automata computer system end effector
actuator*

ACTION ROBOT TO COPY HUMAN BRAIN

Scientists at Aberystwyth University are working on a machine which they hope will recognize objects with cameras that will work as (1)....., and retrieve objects with an arm that will be its (2).....

Although the arm will have (3) that will link its muscles and an electric motor that will be the (4), this new (5) won't move like a human, i.e. it won't be like the (6) of science-fiction films: forget *Star Wars*' C3PO. It will be desk based: no walking, or climbing stairs.

The team hopes to discover how the brain performs 'multi-tasking' and to use that information to develop the (7) to create a robot that can think for itself.

7. *Read this short text and match each robot type with the appropriate definition:*

One way of classifying is in terms of their similarity to humans. An automation is any machine capable of operating independently, such as a clothes dryer. A flexible machine is a special case of an automaton with different capabilities, that can be programmed as the need arises. An example is a welding robot on the factory floor that can be programmed to participate in other production operations. A mobile robot is a flexible machine capable of moving freely in its own environment. It can partly select its own goals and communicates with other agents, including humans. An android or

humanoid is a mobile robot whose structure approximately resembles a human structure. Finally, a cyborg is a humanoid with organic structures. Cyborgs have some physiological structures similar to those of humans.

<i>Mobile robot</i>	<i>Cyborg</i>	<i>Automaton</i>	<i>Flexible machine</i>
<i>Android/Humanoid</i>			

- a. Machine capable of independent operation following a predetermined series of behaviours, e.g. a cuckoo clock
- b. Flexible machine capable of moving and communicating with humans, e.g. a sentry robot
- c. Humanoid having both organic and inorganic structures with some physiological similarity to humans
- d. Mobile robot of human proportions
- e. Versatile, programmable automation, e.g. an assembly robot

8. Write your own predictions about these topics:

1. How are robots supposed to be used in the future?
2. Why are robots better companions than dogs?
3. Would you like to have a robot companion?

Useful language

I think that

I'm not sure that will.....

I completely agree/disagree with.....

9. Read and render the text “FASTEST INDUSTRIAL ROBOT ON THE MARKET” (use appendix 3):

Researchers from CNRS and the Spanish foundation Fatronik have designed a manipulator-type robot that is twice as fast as all existing robots. To achieve this feat, which has not gone unnoticed by industry, they have worked on optimizing both the shape of the robot and its control system. The robot, Baptized Adept Quattro from the name of its manufacturer and because of its four arms, has just been launched on the market. Several hundred orders have already been placed, among others, by the food processing, health and beauty industries.

The LIRMM (Montpellier Laboratory of Computer Science, Robotics, and Microelectronics, CNRS/Université Montpellier 2) has worked for many years on the creation of prototypes in the field of parallel robots. These manipulator robots comprise several “arms” or kinematic chains linking their base to their mobile parts. They are employed in various industries to handle small objects on production lines.

Over the last six years, the LIRMM has teamed up with the Fundación Fatronik, an applied research centre in the Spanish Basque Country, to design and control manipulator robots. The researchers have come up with a solution that is both innovative and compatible with the constraints of industry. Innovative by the general shape of the robot: it has four robotic arms with different ergonomics to those of a conventional single robotic arm and more similar to a human arm.

The researchers particularly focused on design calculations to optimize the dimensions of each component in order to obtain maximum acceleration. Their solution meets the constraints of industry thanks to the robot's control system, which limits vibrations and, consequently, the time required by the robot to set down a part at a precise spot. The result is a prototype that can handle 240 parts a minute and attain accelerations of 200 meters per square second with loads of two kilograms, compared to 100 meters per square second and one kilogram for current robots.

Thanks to this performance, the LIRMM prototype has convinced Adept, one of the world leaders in robotics, to produce the robot on an industrial scale. Over the last six months researchers and industrialists have worked on this transfer of technology, leading to the robot's market launch. Baptized Adept Quattro, it is targeted for all applications where objects need to be moved and packaged, particularly in industries such as food processing, health, beauty, electronics, etc. Several hundred orders have already been placed for the robots, which cost between 30,000 and 50,000 Euros each, depending on the amount of integration work that needs to be carried out in the industrial installation.

Unit 8 “Internet in modern life”

Before reading

1. *Discuss these questions:*

Do you buy things online? Is it better to buy online or go to a shop?

Have you ever listened to the radio or watched TV online?

Do you use the Web to do school/ university assignments or projects? How?

2. *Study this vocabulary:*

network - сеть

to embrace - охватывать; окружать

to design - задумывать; придумывать; разрабатывать

to survive - выжить

nuclear war - ядерная война

to pollute - загрязнять

path - путь; маршрут
available - доступный; имеющийся в распоряжении; наличный
packet switching - пакетное переключение
invention - изобретение
accurate - точный
to count - считать; сосчитать
approximately - приблизительно; примерно
to receive - получать
to provide - снабжать; доставлять; обеспечивать
reliable - надежный
provider - провайдер; поставщик
router — маршрутизатор
to intercept - перехватить (сигнал и т. д.)
to encode - кодировать; шифровать
notwithstanding - тем не менее; однако; все же
to crack - взломать
to circulate - передвигаться/двигаться в пределах чего-то
tremendous - разг. огромный; гигантский; громадный; потрясающий

Reading

3. *Read the text “INTERNET AND MODERN LIFE”*

The Internet has already entered our ordinary life. Everybody knows that the Internet is a global computer network, which embraces hundred of millions of users all over the world and helps us to communicate with each other.

The history of Internet began in the United States in 1969. It was a military experiment, designed to help to survive during a nuclear war, when everything around might be polluted by radiation and it would be dangerous to get out for any living being to get some information to anywhere. Information sent over the Internet takes the shortest and safest path available from one computer to another. Because of this, any two computers on the net will be able to stay in touch with each other as long as there is a single route between them. This technology was called packet switching.

Invention of modems, special devices allowing your computer to send the information through the telephone line, has opened doors to the Internet for millions of people.

Most of the Internet host computers are in the United States of America. It is clear that the accurate number of users can be counted fairly approximately, nobody knows

exactly how many people use the Internet today, because there are hundred of millions of users and their number is growing.

Nowadays the most popular Internet service is e-mail. Most of the people use the network only for sending and receiving e-mail messages. They can do it either they are at home or in the internet clubs or at work. Other popular services are available on the Internet too. It is reading news, available on some dedicated news servers, telnet, FTP servers, etc.

In many countries, the Internet could provide businessmen with a reliable, alternative to the expensive and unreliable telecommunications systems its own system of communications. Commercial users can communicate cheaply over the Internet with the rest of the world. When they send e-mail messages, they only have to pay for phone calls to their local service providers, not for international calls around the world, when you pay a good deal of money.

But saving money is only the first step and not the last one. There is a commercial use of this network and it is drastically increasing. Now you can work through the internet, gambling and playing through the net.

However, there are some problems. The most important problem is security. When you send an e-mail, your message can travel through many different networks and computers. The data is constantly being directed towards its destination by special computers called routers. Because of this, it is possible to get into any of the computers along the route, intercept and even change the data being sent over the Internet. But there are many encoding programs available. Notwithstanding, these programs are not perfect and can easily be cracked.

Another big and serious problem of the net is control. Yes, there is no effective control in the Internet, because a huge amount of information circulating through the net. It is like a tremendous library and market together. In the future, the situation might change, but now we have what we have. It could be expressed in two words— an anarchist's dream.

After reading

4. *Answer the following questions:*

1. What is the Internet?
2. When and where did the history of Internet begin?
3. Why was the Internet designed?
4. What is modem?

5. Where are most of the Internet host computers?
6. What is the accurate number of internet users?
7. What is the most popular Internet service today?
8. What are other popular services available on the Internet?
9. What is the most important problem of the Internet?
10. Why is there no effective control in the Internet today?
11. Is there a commercial use of the network today?

5. Complete the extracts with words from the box

authorization fake internet auction shopping cart browse log in steal

1. Occasionally I also buy things onsites such as eBay, where people offer and sell things to the highest bidder.
2. First you enter a site dedicated to e-commerce and..... their products.
3. Then you put the items you want to buy into a virtual -a program that lets you select the products and buy with a credit card.
4. You may have to with a username and a password
5.for some transactions, you will be required to use a TAN, a transaction..... number.
6. Be aware of phishing – you may receive emails claiming to be from your bank and asking for personal informational or account details in an attempt toyour identity.

6. Match the words on the left (1-6) with the words on the right (a-f) to make collocations. There may be more than one possible answer. Then make sentences using the collocations:

E.g. make phone calls; surf the Web

- | | |
|-----------|------------|
| 1) online | a) friends |
| 2) take | b) photos |
| 3) email | c) action |
| 4) upload | d) website |

e) encyclopedia

f) player

7. Find the collocations in these sentences:

1. Once you are online, you can browse the Web, visit chat or send and receive emails.

2. Instant messaging can be a great way to communicate with friends.

3. This software may not be fully compatible with older operating systems.

4. Most webcams plug into a USB port.

5. This highly addictive game will keep you playing for hours.

6. Companies are starting to use virtual reality on their websites.

8. Write a short article (80-120 words) for your university newsletter about the latest internet phenomena (MySpace, eBay, etc.). Talk about any other sites you think are important or will be important in our life (use Appendix 2).

9. *Read and render the text “INTERNET FACTS” (use Appendix 3):*

The prototype for the Internet was created in the sixties by the US Defense Department. To ensure that communication could be kept open in the event of a nuclear attack, it created a computer network known as Arpanet — the Advanced Research Project Agency Network.

The first attempt to connect two computers and allow them to communicate with one another was made by researchers at the University of California in Los Angeles and the Stanford Research Institute on twentieth October one thousand nine hundred sixty-nine year. The first people to coin the term 'internet' were two scientists, Vinton Cerf (known as 'father of the Internet') and his collaborator Bob Kahn, who in one thousand nine hundred and seventy-fourth year devised a means by which data could be transmitted across a global-network of computers.

An Oxford graduate, Tim Berners-Lee, set up the first 'www server' (a Server receives and sends messages) to store the archive of the European Particle Physics Laboratory in Switzerland.

The first e-mail ever sent was in one thousand nine hundred and seventy second year between computers in two American universities.

Unit 9 “Hackers and security system”

Before reading

1. *Discuss these questions:*

What is a hacker?

How easy do you think it is to infiltrate the Internet and steal sensitive information?

How can you protect your computer from viruses and spyware?

2. *Study this vocabulary:*

crowdsource - привлекать, получать, использовать ресурсы/данные/советы, полученные от внешней группы бескорыстных исполнителей, обычно через интернет

disseminate - распространять; рассылать

exclude - исключить

penetrate - проникать

inappropriate - некорректный; несоответствующий

upstart - неожиданно получивший известность; новомодный

subversive - губительный

thriving - процветающий

unfettered - свободный; неограниченный

unambiguously - недвусмысленно; однозначно; чётко

phishing - "выуживание паролей" - новый вид банковского мошенничества путем отправления "спам" сообщений для получения секретных данных о личных счетах

Reading

3. *Read the text “HACKING, DANGER, CRIME”*

With the growth of newer, more open ways for people to post, crowdsource, and disseminate information has come a rise in the ability of people to cross digital boundaries, both for good and for harm. Nations, organizations, and all kinds of entities have digital as well as physical borders—systems intended to provide technological access to those who belong to the group and to exclude those who do not. From the macro (large scale) to the micro (small scale) to the meso (in between) levels of society, it

is increasingly a challenge to maintain these boundaries, keep outsiders from intruding, and otherwise prevent the often quite serious problems that can arise in a more open system.

Outsiders can attempt to penetrate a computerized system by hacking into it. *Hacking* is the manipulation of the programming codes that tell computers exactly what to do and is also often the term used to describe the manipulation or inappropriate release of the information that is obtained in this way. Hacking can be done both legally and illegally, and for positive and negative purposes. The term also sometimes refers to creative, upstart, usually independent and somewhat subversive forms of computer programming, content creation, and information dissemination. Hacking in this sense is a thriving culture that actively encourages creative approaches to programming and other digital innovation and the unfettered sharing of that which is produced and accessed. Some of these approaches are outside the boundaries of current laws, some are within them and clearly noncriminal, and some exist at the borderline and require a society to consider how open it wants its information to be.

Certainly, when digital spaces are hacked into and information is rerouted or repurposed (or destroyed or made unintelligible, as by a computer virus), breaches of security, even terrorism, can occur. These are unambiguously crimes and can occur on the smallest and largest of scales. In the increasingly common crime of *phishing*, usernames and passwords are stolen when individuals are tricked into providing them to thieves impersonating legitimate entities. This information can then be used for a number of destructive purposes, including theft of funds and identities. Large information systems can also be destroyed or disabled by intrusions and viruses introduced by hackers. Monetary systems, power grids, websites, personal information, and basically anything that is gathered, organized, and stored via computer can be affected when digital security is compromised. This is called *computer crime* or *cybercrime*.

After reading

4. Answer the following questions:

1. What is hacking?
2. Give the definition of “phishing”.
3. What two purposes does hacking have?
4. Give the examples of illegal hacking.
5. What is cybercrime?

5. Read this text on security and match the headings in the box with the paragraphs 1-5:

Data transfer and backup

Email and network usage

Password recommendations

Reporting IT security incidents

Safety security requirements

Systems and network security

All employees must follow security and safety procedures approved by the management.

1 _____

Only install and use software that the management has approved. Install the latest antivirus and antispyware tools.

Keep current with security software updates and patches.

Follow office health and safety standards.

2 _____

Choose a password that is difficult to guess: use between 6 and 8 characters, have letters in upper and lower case and intermix letters, numbers, and punctuation marks. Keep your password private. Change your password every 9 weeks.

3 _____

Configure your email software to use secure protocols. Use company official e-mail software only. Always double check that you are sending your message to the right recipient. Do not send sensitive data over the network. Use mail encryption to send sensitive data. Do not download unknown files or files for private use, such as movies and music.

4 _____

Transfer files via a secure connection. Back up files regularly on the server in your homefolder. Do not use external drives.

5 _____

Employees must notify their supervisor or IT help desk about any damage, misuse, irregularities or security breaches.

6. Read the descriptions 1-8. Match the words in the box to the description:

adware hacker browser hijacker malware attack spyware
trojan virus worm

- 1) Malicious software that can copy itself and infect the system.
- 2) Affects privacy. It does not take control of a computer system, but sends information about the use of a computer system.
- 3) Spreads without the user taking action and usually acts in operation system.
- 4) A person who on purpose attempts to break into a computer system and use it without the knowledge of the owner.
- 5) Software that replaces the user's search engine with its own.
- 6) An effort to gain unauthorised access to a computer.
- 7) A program that automatically plays commercials on a computer.

8) A program which is usually free but contains malicious files.

7. *The history of hacking. Read the text and answer these questions:*

1. Which hacking case inspired the film *War Games*?
2. When did *Captain Zap* hack into the Pentagon?
3. Why was Nicholas Whitely arrested in 1988?
4. How old was the hacker that broke into the US defence computer in 1989?

The history of hacking

1971 – John Draper discovered that a whistle offered in boxes of Cap'n Crunch breakfast cereal perfectly generated the 2.600Hz signal used by the AT&T phone company. He started to make free calls. He was arrested in 1972 but wasn't sent to prison.

1974 – Kevin Mitnick, a legend among hackers, began hacking into banking networks and altering the credit reports of his enemies. He didn't expect that his most famous exploit – hacking into the North American Defense Command in Colorado Spring – would inspire the film *War Games* in 1983.

1981 – Jan Murphy, a 23-year-old known as *Captain Zap* on the networks, hacked into the White House and the Pentagon.

1987 – The IBM international network was paralysed by a hacker's Christmas message.

1988 - The Union Bank of Switzerland almost lost £32 million to hackers. Nicholas Whitely was arrested in connection with virus spreading.

1989 – A fifteen-year-old hacker cracked the US defence computer.

1991 – Kevin Poulsen, known as *Dark Dante* on the networks, was accused of stealing military files.

8. *Identify the Internet crimes sentences (1-6) refer to. Then match them with the advice below (a-f):*

1. Crackers try to find a way to copy the latest game or computer program.
2. A study has revealed that half a million people will automatically open an email they believe to be from their bank and happily send off all their security details.
3. This software's danger is hidden behind an attractive appearance. That's why it is often wrapped in attractive packages promising photos of celebrities like Anna Kournikova or Jennifer Lopez.
4. There is a particular danger in Internet commerce and emails. Many people believe they have been offered a special gift only to find out later they have been deceived.

5. 'Nimda' spreads by sending infected emails and is also able to infect websites, so when a user visits a compromised website, the browser can infect the computer.

6. Every day, millions of children spend time in Internet chat rooms talking to strangers. But what many of them don't realize is that some of the surfers chatting with them may be sexual predators.

a) People shouldn't buy cracked software or download music illegally from the Internet.

b) Be suspicious of wonderful offers. Don't buy if you aren't sure.

c) It's dangerous to give personal information to people you contact in chat rooms.

d) Don't open attachments from people you don't know even if the subject looks attractive.

e) Scan your email and be careful about which websites you visit.

f) Check with your bank before sending information.

9. Look at the list of cybercrimes and discuss these questions:

1. Which crimes are the most dangerous?

2. Is it fair or unfair to pay for the songs, videos, books or articles that you download? Should copyright infringement be allowed online?

3. What measures can be taken by governments to stop cybercrime?

4. Do you think governments have the right to censor material on the Internet?

5. Personal information such as our address, salary, and civil and criminal records is held in databases by marketing companies. Is our privacy in danger?

Useful language

I think that

I'm not sure that will.....

I completely agree/disagree with.....

10. Read and render the text "CYBERCRIMES" (use appendix 3):

Cybercrime contains all criminal offences which are committed with the aid of communication devices in a network. This can be the Internet, the telephone line or the mobile network. An international legal definition of cybercrime that is used by most of the countries in Europe and North America as well as South Africa and Japan was agreed to in the Convention on Cybercrime which came into force on 1 July 2004. Although the term cybercrime is usually restricted to describing criminal activities in which the computer or network is an essential part of the crime, the term is also used to include

traditional crimes in which computers or networks are used to enable illicit activities. These include the breach of computer security and unauthorized access to a computer, known as hacking. There is also distribution of illegally obtained content, spamming (sending of unsolicited emails which often sell fake goods or illegal services simultaneously to thousands or even millions of people), copyright crimes, virus writing and virus spreading.

Some cybercrime may influence your business. There is cyberfraud, such as pharming, where users are moved to fake, non-genuine sites, when they try to link to their bona fide (personal, confidential) bank website. Then there is phishing, when a fraudster, by misrepresentation (making a wrong statement to trick someone into a contact) gets Internet users to disclose personal information in reply to spam email. Internet users can also be tricked into money laundering activities which aid the transfer of illegal or stolen money.

There are cybercrimes that may affect you personally, such as credit card fraud on line (credit card scams), and identity theft, when financial benefit is obtained by deception using stolen personal information.

The first cases of cybercrime were reported in 1950s. Studies of 4000 crimes during the past 30 years established that computers had been used for most kinds of crime – including fraud, theft, blackmail, larceny, embezzlement, burglary, sabotage, industrial and economic espionage, conspiracy, illegal gambling, distribution of pornography, murder, extortion, and forgery.

There are no comprehensive statistics about the extent of cybercrime. Victims often resist reporting suspected cases because they may lose more from the embarrassment, lost reputation, litigation, and other consequential losses than from the acts themselves. Evidence indicates, however, that the number of cases is rising each year.

Unit 10 “Designing of Websites”

Before reading

1. *Discuss these questions:*

Which websites do you use in your work and study?

Do you like the way they are designed? Give reasons for your answer.

What elements do you think a good website should have? Make a list.

2. *Study this vocabulary:*

network - сеть
to captivate - пленить
to log on - входить; подключаться
to last - длиться
overload - перегрузка
to grow - расти; увеличиваться
breakthrough - крупное достижение; прорыв
voice message - голосовое послание
video conferencing - видео-конференц-связь
Web TV - веб-телевидение
to browse - просматривать
cellular phone - сотовый телефон
to dialing up - набирать номер, звонить
answering machine - автоответчик
to handle - обращаться; иметь дело с
amount - количество
fiber optic cables - оптиковолоконный кабель
opposed - зд. вместо
binary code - бинарный код, двоичный код
amount of bandwidth - пропускная способность
fast modem - быстрый модем
coaxial cable - коаксильный кабель
to increase 1,000 fold - увеличить(ся) в 1000 раз
satellite dish - спутниковая тарелка
lane - линии движения
clog - засорение; препятствие
customer - клиент; покупатель
business time - бизнес-время

Reading

3. *Read the text "THE FUTURE OF THE INTERNET"*

Everywhere we go, we hear about the Internet. It's on television, in magazines, newspapers, and in schools. One might think that this network of millions of computers around the globe is as fast and captivating as television, but with more and more users logging on everyday and staying on longer and longer, this «Information Superhighway» could be perhaps more correctly referred to as an expressway of big city centre at rush hour.

It is estimated that thirty five to forty million users currently are on the Internet. According to a recent statistics, an average Internet call lasts five times as longer as the

average regular telephone call. 10 percent of the Internet calls last 6 hours or longer. This can cause an overload and, in turn, cause telephone network to fail.

The local network was designed for short calls which you make and then hang up, but Internet calls often occupy a line for hours. With so many users in the Internet and their number is growing by 200 percent annually, it certainly provides new challenges for the telephone companies. The Internet, up to the beginning of the 90s, was used only to read a different texts. Then in the early 90's, a way was made to see pictures and listen to a sound on the Internet. This breakthrough made the Internet to be most demanded means of communication, data saving and transporting.

However, today's net is much more than just pictures, text, and sound. The Internet is now filled with voice messages, video conferencing and video games. With voice messages, users can talk over the Internet for the price of the local phone call.

Nowadays we no longer have to own a computer to access the Internet. Now, devices such as Web TV allow our television to browse the Web and use Electronic Mail. Cellular phones are now also dialing up the Internet to provide E-mail and answering machine services. The telephone network was not designed and built to handle these sorts of things. Many telephone companies are spending enormous amounts of money to upgrade the telephone lines.

K. Kao and G. Hockman were the first to come up with the idea of using fiber optic cables, as opposed to copper wire, to carry telephone signals. Fiber optics uses pulses of light to transmit binary code, such as that used in computers and other electronic devices. As a result the amount of bandwidth is incredibly raised. Another solution for the problem is fast modems which satisfy the need for speed.

By accessing the Net through the coaxial cable that provides television to our homes, the speed can be increased 1,000 fold. However, the cable system was built to only send information one way. In other words, they can send stuff to us, but we can't send anything back, if there is no modem available.

Yet another way is being introduced to access the Internet, and that is through the use of a satellite dish just like the TV dishes currently used to deliver television from satellites in space to your home. However, like cable connection, the information can only be sent one way.

Faster ways of connecting to the Internet may sound like a solution to the problem, but, just as new lanes on highways attract more cars, a faster Internet could attract many times more users, making it even slower than before.

To help solve the problem of Internet clogs, Internet providers are trying new ways of pricing for customers. So, in business time any connection to Net cost more than your connection in the night.

In conclusion, I should add that if we want to keep the Internet usable and fairly fast, we must not only improve the telephone lines and means of access, but also be reasonable in usage.

After reading

4. Answer the following questions:

1. How many users are currently in the Internet?
2. How long does an average Internet call last?
3. What can cause the overload of the telephone system?
4. What was the main purpose of the Internet up to the 90s?
5. Do we need to have a computer to get access to the Internet today?
6. Who was the first to come up with the idea of using fiber optic cables?
8. What is the alternative way to get access to the Internet today?

5. Complete these sentences about the purpose of websites with the words in the box.

offer practice present promote read sell share

E.g.: The purpose of Nationalgeographic.com is to present information on topics.

- 1 People visit CNN.com to international news.
- 2 Some websites want to a service.
- 3 Companies use Amazon.com to their products.
- 4 Thegreenshoppingguide.co.uk wants to environmentally friendly shopping.
- 5 Students visit Math.com to their maths.
- 6 English teachers join eltforum.com to teaching resources.

6. Complete this advice about web design with these words:

CSS table link JPEG text frame GIF background Graphics

A well-designed website should be neat and organized. Words should be surrounded by sufficient white space. Use dark (1).....on a light (2), preferably white. You can divide the page into columns with a (3)or use (4)..... to create the page layout. Usually the navigation bar appears on the left side of the page. You can display it on all the pages of your website by using a (5)..... It is a good idea to put a (6) to the top of the page at the bottom of a long text.

The graphical element of a web page is crucial. (7)load slowly, so use them sparingly and for good reason. There are two common picture formats: (8)....., for pictures with lots of colours and (9)....., which is ideal for buttons and banners.

7. Read this text about different types of website and answer these questions:

TYPES OF WEBSITE - A GUIDE FOR WEBSITE DESIGNS

The purpose of an organisational website is to inform about an idea or event. Companies develop commercial websites to sell products or services. Entertainment websites are designed to entertain or provide fun activities. People visit news websites to obtain information. The purpose of a personal website is to provide information about an individual. Social networking websites help people to exchange personal information. Educational websites aim to share knowledge and enable online learning.

1 Why do people visit organisational websites?

2 Why do people visit company websites?

3 Why do people visit entertainment websites?

4 Why do people visit news websites?

8. What are your favourite websites? Why? Use the words in the box to describe them:

*Beautiful well-designed easy-to-use/navigate clear reliable useful
informative fun funny exciting interesting*

E.g.: The most exciting website is ... because ..

Talk about the things you like and dislike about different websites.

E.g.: I really like the look of the Nickelodeon website. It has

What are the trends in website design?

E.g.: Websites use more video now.

9. Read and render the text “DESIGNING YOUR WEBSITE” (use appendix 3):

A FINDING YOUR WAY AROUND First of all, a good website has to be easy to navigate. If visitors can't find what they want quickly, they can leave and go to a competitor's website with just a few clicks of the mouse. Make sure that your home page directs visitors to where they want to go and that the buttons are clearly labelled. Remember that a visitor may enter in the middle of the site so make it clear how to get to the home page from any point.

You can check whether your website is user friendly by inviting an outsider to see if they can navigate through it without problems.

B GRAPHICS

Choose the background and the colour of your text carefully. Don't use colours which can be difficult for the eyes like white text on a grey background. Flashing or spinning text is also irritating to the eyes.

C WHAT TO PUT IN, WHAT TO LEAVE OUT

Your home page should not look too cluttered. Your company's name, logo, location and a clear description of your product or services is usually enough.

It can be a good idea to collect a few comments from satisfied customers and ask their permission to post them on the home page as well. Photos of customers or staff, however, are not recommended.

The main reason for keeping the home page simple is that this means it will load quickly. Photos and gimmicks or just too much information will cause the page to load too slowly and if visitors get bored, they will click the mouse and go elsewhere.

Some websites feature a 'splash page' to welcome the visitor to the site, but these are usually a waste of time. Most visitors will come to your site to find specific information and a splash page will just create another layer between them and the information they want. Finally, attempts at humour are best avoided. They can get the visitor's attention but they can also backfire and visitors from overseas may not understand them.

D OVERSEAS VISITORS

Research has shown that customers are four times more likely to buy a product online if the site is in their own language. If you are expecting customers to access your site from abroad, it is worth translating some of the pages or even creating a local version of the site. However, remember that there are a whole range of issues to consider with regard to charging the overseas customer, such as the exchange rate and handling charges.

E SEARCH ENGINES

Once your website is completed, it is worth getting it listed on the major search engines such as Alta Vista and Google. This can significantly expand your market. However, it can be a time-consuming process and requires a lot of knowledge about search engines and how they work. If it sounds like too much time and trouble, there are companies who you can pay to submit your site for you.

F KEEPING IT UP TO DATE

Finally, make sure your website is kept up to date. It is best to avoid time-sensitive information unless you have the time to change it regularly. Don't be like the clothing chain store who were still advertising their summerwear in the middle of winter.

Appendix 1

Phrases which help you to make a presentation:

1. Introduction

- -Good morning, everybody! (ladies and gentlemen).
- -Let me introduce myself. My name is.. ./I am a first year law student.
- -The topic of my presentation is.. ./Today I would like to tell you about...
- -I have chosen this topic because..., / The purpose of my presentation is to inform/ to persuade...
- -The form of my presentation is .. ./The body of my presentation consists of... parts.
- -It will take only 5-7minutes of your time.

2. Body

- -First..
 - -I have divided my presentation into 2-3 parts.
 - -Then...
- After that I'd like to move on to... /-Next I'd like to move on to... /-Finally I'd like to move on to...

3. Conclusion

- -Let us summarize briefly what we have looked at.
- -Let us briefly summarize the main issues.
- -In conclusion I want to say.
- -That is the end of my presentation.
- -Thank you for your listening/attention.

4. Inviting questions

- -You are welcome with your questions.
- -I am ready to answer any of your questions.
- -Could you repeat your question?
- -I am sorry, but I didn't follow your question.
- -If there are no more questions thank you again for your attention.

Appendix 2

Structure of an essay:

- Title
- Introduction
- Main part
- Conclusion

Useful phrases

Giving opinion:

I agree/ disagree

In my opinion, ... / From my point of view, ... / As far as I am concerned, ...

I believe that.../ It seems to me that...

I am in favour of... / I am against the idea of...

According to...

Some people say that...

It is said/believed that...

There is no doubt that...

It cannot be denied that...

It goes without saying that...

We must admit that...

Giving arguments:

The main argument against/in favour is...

First of all, I would like to consider...

The first thing I would like to consider is...

To begin with, .../ To start with, ...

Despite the fact that.../ In spite of the fact that...

On the one hand, ... /On the other hand, ...

Besides,.../ In addition,...

What is more, .../ Moreover, .../ More than that, ...

Finally, ...

However, ... / ..., though

...although...

Nevertheless,...

Logical links:

for this reason

therefore/that is why

thus sth happened because of/as a result of/owing to/due to/as a consequence of

Examples:

For example

For instance

Such as

Like

Conclusion:

To sum up, ...

To conclude,

I would argue that...

On this basis, I can conclude that...

In conclusion, I would like to stress that...

All in all, I believe that...

Appendix 3

Plans for Rendering an Article:

I.

1. The title of the article.
2. The author of the article; where and when the article was published.
3. The main idea of the article.
4. The contents of the article. Some facts, names, figures.
5. Your opinion of/on the article.
 1.
 - a) The article is headlined
 - b) The headline of the article I have read is ...
 2.
 - a) The author of the article is ...
 - b) The article is written by ...
 - c) It is (was) published in ...
 - d) it is (was) printed in ...
 3.
 - a) The main idea of the article is ...
 - b) The article is about ...
 - c) The article is devoted to ...
 - d) The article deals with ...
 - e) The article touches upon ...
 - f) The purpose of the article is to give the reader some information on ...
 - g) The aim of the article is to provide the reader with some facts/material/data on ...
 4.
 - a) The author starts by telling (the reader) (about, that ...)
 - b) The author writes (states, stresses upon, thinks, points out) that ...
 - c) The article describes ...
 - d) According to the text ...
 - e) Further the author reports (says) that ...
 - f) The article goes on to say that ...
 - g) In conclusion ...
 - h) The author comes to the conclusion that
 5.
 - a) I find/found the article topical=urgent (interesting, important, dull, of no value, too hard to understand ...) because
 - b) In my opinion the article is worth reading because

II.

1. Some words about the author.
2. The main idea of the book (if you know).
(+ theme, problem)
3. The main idea of the extract (chapter).
4. The key of the passage.
5. A form of narration.
6. Choice of words.
7. The main characters of the extract.
8. The way of character drawing.
9. Retelling of the text with stylistic devices analysis.
10. Your own attitude to the chapter and to the main idea discussed in the passage.

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